OFFICIAL
INSTRUCTION
MANUAL

Deth Complex 2

TBONE
STUDIOS

Game by: Tim Moore

Music by: Josh Knaack

Made with NESmaker

After the events of the first Deth Complex encounter, Mr. McDanielson and young Billy McDanielson go home and immediately colapse into their beds from exhuastion. When Mr. McDanielson awakens he realizes that

has been passed out for three days! He goes to bathroom and begins to drink water straight from the sink faucet.
"Why does the house seem so eerily silent?" he wonders.
Suddenly the phone rings. He picks it up and it is the Maniac!

"Mr. McDanielson"

Just your typical American father. What does the Maniac want from him???

"Fire Balls"

Said to be the skulls of the victims who perished inside the Deth Complex, filled with fire, radioactive sludge, and sent flaming into the night!

"Plasma Balls"

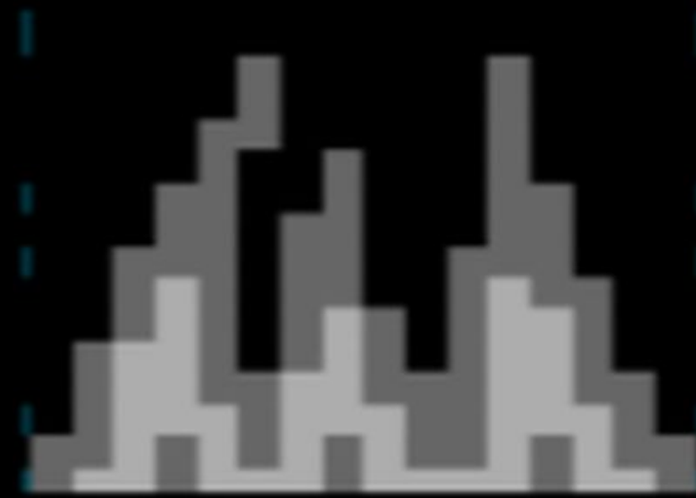
Most likely formed in the Deth Complex's Steelworks' hot furnaces. These balls are full of flames, hell, and fury!

"Imps"
Said to propagate up from a pool of radioactive sludge down in the lower chambers of the Deth Complex.

"Flying Saw"

Forged from top quality high carbon steel. You'd be wise to steer clear or you may find yourself split into two!

"Spikes"
Crafted from razor sharp surgical steel. Fall into these and kiss it goodbye!



"Complex Guards"

Victims who have made it through the Deth Com-lex only to be brain-washed and enslaved.

"Jig-Master Demon"

These poor souls are victims who are sealed inside of a 55 gallon drum of radioactive ooze!

"War Head"

Filled with lead and gun powder that has been made from the bones of Deth Complex victims!

"Death Cannon"

Loaded with War Heads, these cannons are equipped with motion sensing technology.

"Crazy Legs"
A sick genetic experiment. A highly irradiated human spliced with frog and King Cobra DNA. Now it has a gained a taste for human blood!

"Dead Head"
A highly irradiated old wo-
man spliced with Alligator
Snapping Turlte DNA.

"Land Mines"

These little buggers are armed with razor sharp claws, step on one and get ready for the pain!

"Insane Scientists"

All work and no play make these Scientists zombified killer freaks!

"Crushers"

Designed to turn any living thing that gets into its way into dust!

"Dripping Acid"
This acid will strip
away flesh in
seconds and start
to eat away at your bones!
A warning for those who
dare step into it.

"Machine Gun"
Locked and loaded, set on auto-fire, ready to take your dome off! Look out!

"The Terrible Spider"

Radiation and time down in Deth Complex has formed this ordinary wolf spider into a blood thirsty behemoth!

"Spider Sack"

The Terrible Spider's egg sack. Full of little killer spiders!

"Mutant Bear"

A local black bear that wandered down into the Complex and got trapped. Radiation has taken its toll on this beast you see today.

"Dripping Blood"

The irradiated blood of the Maniac's victims. Step into it and it will eat a hole straight through your foot!

"Hell's Hellion"

The most tortured of the Maniac's victims. Bombarded with massive amounts of radiation. It has been sent into a raging fury.

"The Maniac"

Extremely wealthy. Evil. Only purpose in life is to build a zombie army of mindless killer freaks.

Controls

Pressing the start button will throw a projectile. Also press start on the start screen to start game.

Controls

Pressing and releasing the B button will swing the bat. You can hold in B for as long as you like, only by releasing B will it swing.

Controls

Pressing the A button will make the player jump.

Controls

Holding left or right on the d-pad will move Mr. McDanielson in that corresponding direction.

Controls

Pressing the "select" button during gameplay will reset you back to the start screen.

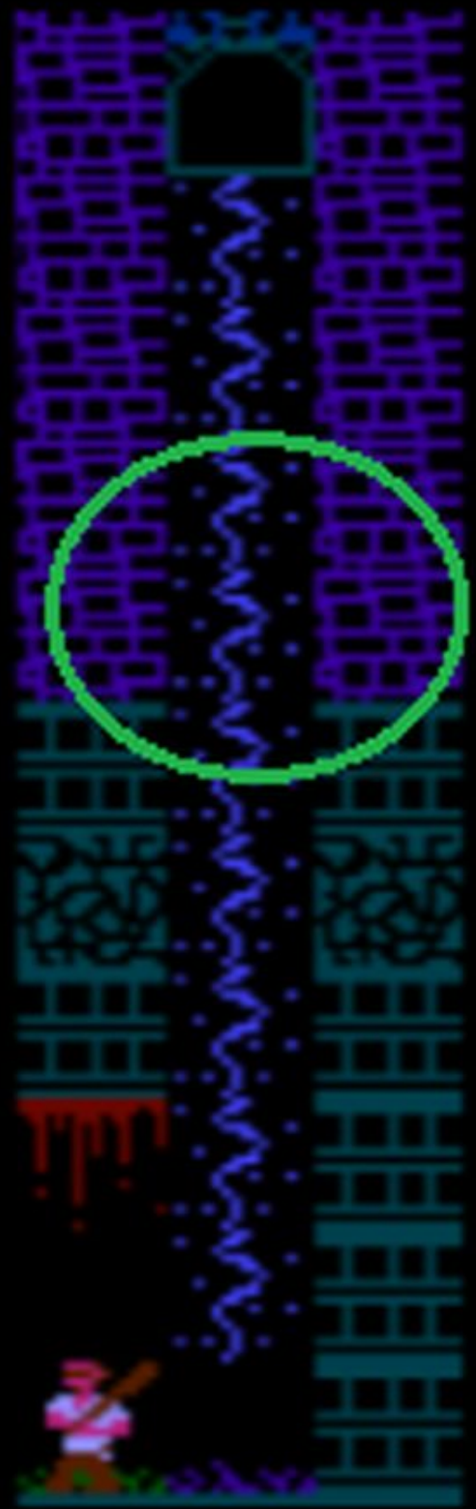
The HUD

Health

projectiles

"Chutes"

Rapidly tap the A button to ascend the chute.



"Moving Platforms"

You can jump onto or from underneath to ride on them.

"Trampolines"
After landing on one, press right or left to propel the player in that direction.